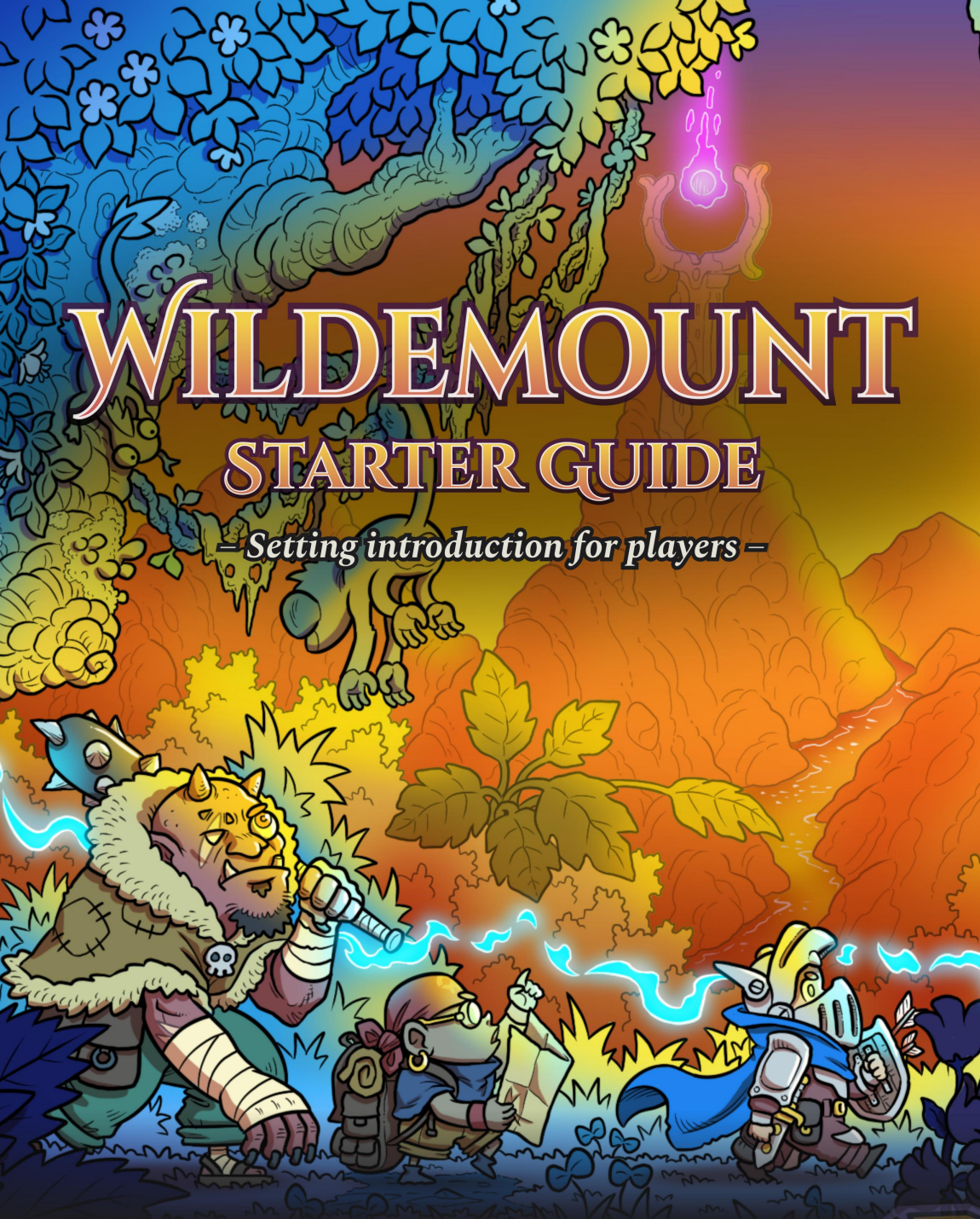

# WILDEMOUNT

## STARTER GUIDE

*– Setting introduction for players –*

**REGIONS | FACTIONS | HOMELAND**

Create characters for the 'Explorer's Guide to Wildemount' setting in just a few minutes.

Carlos Serrano-Fajardo

Sea Drake Games

*This is that intentional blank page. I never thought I had to waste such a page, but it actually makes sense if you decide to print.*

# Wildemount Starter Guide

*By Carlos Serrano-Fajardo*

*Version 1.2, September 2025*

### *Attributions*

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### *Fan content policies*

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### *Declaration of Generative AI*

*Generative AI has been used for brainstorming purposes and to assist in improving the overall readability of the document.*

# Foreword from the author

*Hi, Carlos here. I am a first-time creator and initiated this 'Wildemount Starter Guide' to help new players jump into the exciting universe of Exandria. I made this out of personal motivation, joy, and* ***to give back*** *to the incredibly supportive roleplaying community, which has given me so much.*

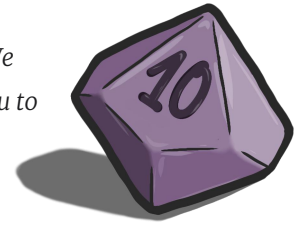
*Because this is a quickstart guide aimed at new players, there are significant* ***simplifications****. I intentionally used broad descriptions tying to summarize the complexity of the regions and cities in order to keep things easy to digest and avoid information overload. Think of this as a starting point, but remember that each region and city is special and can still hold a great variety of cultures, landmarks, features, guilds, etc. It would be impossible to summarize hundreds of years of history in just a few pages. So feel free to interpret, twist, or ignore anything that doesn't fit your game and your character.*

*This is my* ***first published*** *written project, and I have more projects in mind, so your feedback will be really appreciated to help me shape what comes next. If you spot mistakes, typos, or things that could be clearer, I would love to hear from you, so please reach out on Reddit 'u/VarietySea6050' with your feedback. Tell me if you liked it (as a first-timer, that would also help me boost my confidence) and help me learn from what doesn't work. Either way, please be kind :)*

***Thank you*** *for reading, I hope this booklet helps you build a great story and have more fun!*

# Welcome to Wildemount!

*If you are here, that means that you are starting a new adventure in this setting of legends, mystery, and magic. This booklet presents a fast summary of the main elements to get acquainted with the official Dungeons & Dragons setting '***Explorer's guide to Wildemount***' from Critical Role. Here we give you some key information and tools to help you create a backstory for your new character in minutes.*



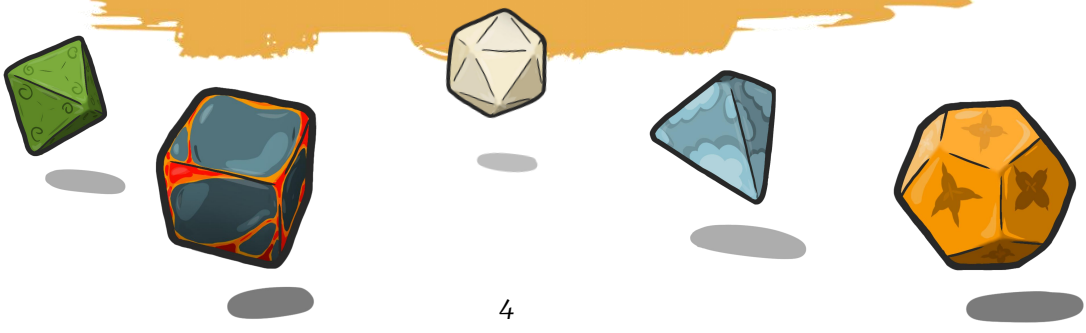

*You will just need your creativity and a* **ten-sided die** *(d10)! We will guide you through some steps and provide tables prompting you to roll when necessary to define your character.*

*This guide follows these steps:*

1. *Introduction to the four main regions and factions of Wildemount.*
2. *Find out what your home region and faction is.*
3. *Discover your birthplace where you grew up.*
4. *Define some family relationships that might steer your fate—for good or ill.*
5. *Explore who are those allies and enemies that populate the world.*

## Tables to inspire, not to constraint

As you go through the document, always keep in mind that the tables are just provided as a help and source of inspiration for your character's backstory. Having fun should be the ultimate goal. If you don't like the result rolled or you find it difficult to connect the dots, then roll again or just pick the option that you like the most!



# The universe of Exandria

*Welcome to* **Exandria!** *Exandria is a vibrant and vast universe of myth waiting for adventurers to uncover its deepest secrets. From bustling city-states to ancient cursed ruins, every corner of this realm brims with legends to be written.*

*There are four continents in Exandria: Tal'Dorei, Issyrla, Marquet and* **Wildemount***—where our adventure starts. Wildemount sprawls across Exandria's eastern shores, a land of high-stakes politics and untamed frontiers. Here, imperial courts clash with war-scarred landscapes and ambitious rebels, making every journey a gamble.*

*Here you can see a* **map of Wildemount** *and its main regions. In the next section, we will explore each of them in more detail and show what characterizes them.*

Greying
Wildlands
Eastern
Wynandir

# Regions of Wildemount

## The Menagerie Coast

*Along the Lucidian Ocean's edge, The Menagerie Coast pulses with trade, piracy, dense jungles, and exotic wildlife. Colorful port cities echo with market chatter, seafaring tall tales, and the promise of hidden treasures.*

*Characteristics of this region:*

- *Values personal freedom above all.*
- *Celebrates folk heroes, entertainers, and legends.*
- *Common sailors are the backbone of society, working collectively for common goals.*
- *Regular tensions and conflicts exist between the Clovis Concord and The Revelry.*
- *Laws shift from port to port, and a quiet bribe or a friendly favor might solve problems faster than paperwork.*

## Factions of The Menagerie Coast

- **Clovis Concord**. *A confederation of city-states under a council of marquises that set tariffs, collect taxes, regulate trade, and promise mutual defense. They value order, coin, and stability over heroics.*
- **The Revelry**. *A loose pirate alliance that takes freedom to violent extremes. They regularly defy the Concord's authority by raiding merchant ships and maintaining safe docks in hidden coves. They often try to recruit those who hate rules.*

## Legends and traditions

- *Sailors tell that the leviathan Uk'otoa—a massive sea serpent once worshiped as a deity—still dwells beneath the surface, waiting to be freed.*
- *During the Renewal Festival—a coastal holiday at the start of summer—ports erupt in parades of masks, music, and boat races along the shore.*

# Western Wynandir

*Western Wynandir is Wildemount's fertile heartland, dotted with prosperous farms, smoke-ringed forges, and sturdy Dwendalian strongholds ruled by the King Bertrand Dwendal. Peace may reign on its neatly laid roads—at least until rebellion and war erupt.*

*Characteristics of this region are:*

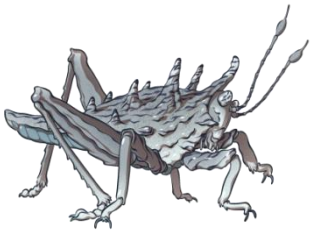
- *The Empire prioritizes loyalty to the king and the land over personal freedom.*
- *Wealthy nobles often circumvent laws through bribery, while the poor must adhere strictly.*
- *Founded on centuries of bloodstained history.*
- *Crime and worship of Betrayer Gods are prosecuted, while military service and devotion to Prime Deities are praised.*
- *Travel papers, curfews, and taxes are common; service to the crown and craft is how most people measure worth.*

## Factions of Western Wynandir

- **Dwendalian Empire**. *A growing monarchy centered in Rexxentrum that rules by law, taxes, and patrol under the command of King Bertrand Dwendal. The Crownsguard keep order, seeking to secure borders and faiths alike.*
- **Cerberus Assembly**. *A cabal of powerful archmages who 'advise' the crown while running their own web of favors, alliances, and research. They often pursue goals that help the Assembly first and the Empire second.*
- **The Myriad**. *An undercover organized crime syndicate that sells protection, smuggling, and secrets. The Myriad buys officials, funds fronts, and punishes loudly when crossed. Their shadow reaches markets, mansions, and mines.*

## Legends and traditions

- *Farmers still speak of the War of Ash and Light—an old civil war that shook the Empire—saying that the land still remembers the blood spilled.*
- *On King's Day—a celebration of the Dwendalian crown—towns hold feasts, parades to honor the monarch and his rule.*



# Eastern Wynandir

*East of the continent, beyond the Ashkeeper mountain range, Eastern Wynandir plunges into rugged borderlands where every mile brings new dangers. Settlements cling to survival among roaming beasts and the ever-present risk of a long-forgotten land cursed by past cataclysms.*

*Characteristics of this region are:*

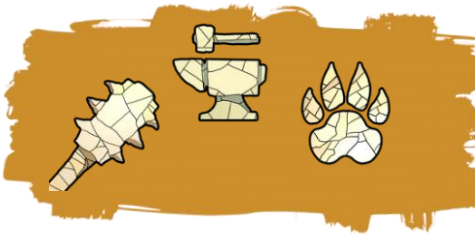
- *Artists, creators, and those with destructive skills are equally prized.*
- *Background is not as important as accumulated experiences.*
- *The Kryn Dynasty tries to unify the clans, bringing knowledge and spiritual enlightenment.*
- *This land was the battlefield of the Calamity, a great war between gods; legends of curses and monstrosities still inhabit it.*
- *Nights glow with weird moons, strange lights, and ancient spirits sometimes wake with no warning at all.*

## Factions of Eastern Wynandir

- **Kryn Dynasty**: *A theocratic empire led by the Bright Queen that follows the Luxon and studies dunamancy, the magic of potential and chance. The Dynasty seeks life-rebirth cycles through memory and light. Its cities endure under dark skies and careful watch of the tensions with the Dwendalian Empire.*
- **Xarzith Kitril**: *A rebuilt dragonborn city in the Dreemoth Ravine, raised by ravenites after Draconia fell. Its people are proud, practical, and wary of old masters, standing as a southern stronghold and trade link toward the Coast.*

## Legends and traditions

- *They say that the wastelands of Xhorhas are still haunted by echoes of the Calamity—an ancient war where gods battled across Exandria—and that the spirits of ancient titans still roam at night.*
- *The Dynasty holds relics of the Luxon—magical crystals seen as symbols of rebirth—in processions where citizens carry lights to mark cycles of renewal.*

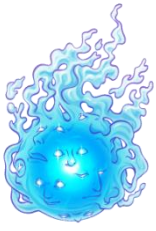


# The Greying Wildlands

*The Greying Wildlands stretch across Wildemount's northern reaches as a frozen expanse of ruined keeps and snow-buried mysteries. Only the hardiest explorers dare its treacherous passes, where tribes and ancient marvels wait to be discovered.*

*Characteristics of this region are:*

- *Lawless region where strength is the main virtue.*
- *Away from imperial authority and generally ruled by criminal coalitions.*
- *The Savalirwood separates the Empire from the north; legends talk about curses populating this ancient forest.*
- *Largely unexplored, the further north you go, even beyond the mainland in the Eiselcross archipelago.*
- *Cracking ice and cursed lands warp memory and paths. Locals trust rope, fire, and friends more than maps.*



## Factions of The Greying Wildlands

- **Shadycreek Run**: *A lawless frontier village where muscle and coin make the rules, standing outside imperial law. Power shifts between crews, caravans, and families are common. The road through the cursed Savalirwood forest is always busy with 'business' of shady nature. Outsiders are welcome, until they are not anymore.*
- **Uthodurn Diarchy**: *A dwarven–elven dual monarchy that forged safety in stone after Molaesmyr's fall. Master crafters of technology and magic keep the underground mountain-city of Uthodurn supplied and the passes watched. Their unity is their strength.*

## Legends and traditions

- *Elders warn of the cursed fall of Molaesmyr—a once great elven city—saying its dark ruin still breathes corruption into the nearby Savalirwood forest.*
- *In Uthodurn, dwarves and elves share the Festival of Renewal, with bonfires and crafts celebrating their rare alliance of peoples.*

# Your origin story

*Your life in Wildemount is defined by the land you call home and the bonds you forge along its many frontiers. Roll on these tables to uncover your character's birthplace, local allegiances, and the secrets that root them in the politics and legends of the continent.*

## Your origin, your homeland

*Roll a d10 to find what region of Wildemount you come from and choose your faction. You can also decide to belong to a different faction from another region... or you can be independent! Mix and match what works best for your character. Then, use the sections below to determine the specific settlement where you were born.*

| 1d10 | Your Home Region | Your Faction |
|---|---|---|
| **1-2** | The Menagerie Coast | Clovis Concord or Revelry Pirates |
| **3-4** | Marrow Valley (Western Wynandir) | Dwendalian Empire, Cerberus Assembly or The Myriad |
| **5-7** | Zemni Fields (Western Wynandir) | Dwendalian Empire, Cerberus Assembly or The Myriad |
| **8** | The Greying Wildlands | Shadycreek Run or Uthodurn Diarchy |
| **9-10** | Xhorhas (Eastern Wynandir) | Kryn Dynasty or Xarzith Kitril |

### The Menagerie Coast settlements

| 1d10 | Name | Description |
|---|---|---|
| **1** | Feolinn | Sunny wine city |
| **2** | Gwardan | Forest-edge trade hub city |
| **3-5** | Nicodranas | Bustling seaside port city |
| **6-8** | Port Damali | Largest coastal marketplace city |
| **9** | Port Zoon | Northern fishing harbor city |
| **10** | Tussoa | Riverside fishing city |

## Marrow Valley (Western Wynandir) settlements

| 1d10 | Name | Description |
|---|---|---|
| 1 | Ashguard Garrison | Military outpost fortress on the frontier |
| 2 | Grimgolir | Underground dwarven stronghold city |
| 3 | Hupperdook | Noisy gnome workshop city |
| 4 | Kamordah | Hillside farming city |
| 5 | Vol'antim | Small mountain town |
| 6-10 | Zadash | Busy inland trade city |

## Zemni Fields (Western Wynandir) settlements

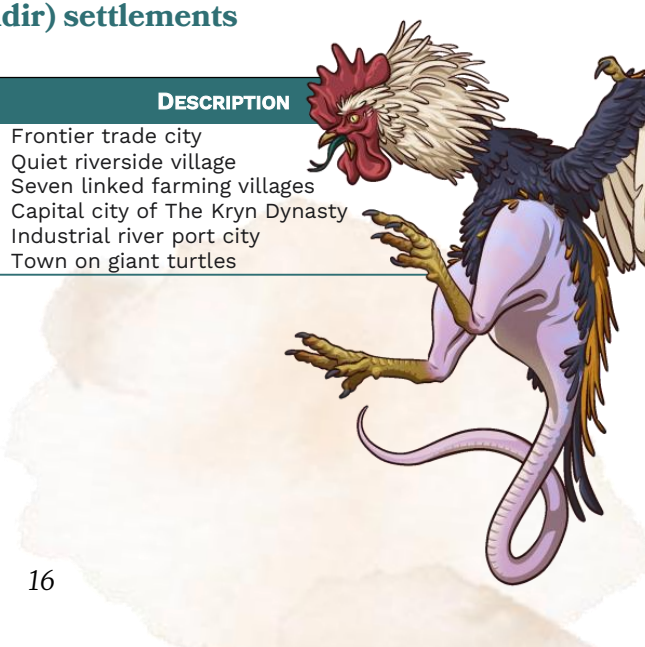
| 1d10 | Name | Description |
|---|---|---|
| 1 | Druvenlode | Silver mining city |
| 2 | Icehaven | Cold northern port town |
| 3 | Pride's Call | Mountain craft settlement city |
| 4-8 | Rexxentrum | Capital city of The Dwendalian Empire |
| 9 | Velvin Thicket | Nomadic forest camp settlement |
| 10 | Yrrosa | Small riverside town |

## The Greying Wildlands settlements

| 1d10 | Name | Description |
|---|---|---|
| 1 | Palebank Village | Snowy fishing town |
| 2-3 | Shadycreek Run | Lawless trade city |
| 4-10 | Uthodurn | Hidden mountain stronghold-city |

## Xhorhas (Eastern Wynandir) settlements

| 1d10 | Name | Description |
|---|---|---|
| 1 | Asarius | Frontier trade city |
| 2 | Charis | Quiet riverside village |
| 3 | Igrathad | Seven linked farming villages |
| 4-8 | Rosohna | Capital city of The Kryn Dynasty |
| 9 | Rotthold | Industrial river port city |
| 10 | Urzin | Town on giant turtles |



# Your bonds to the land

## Allies and enemies

*Every hero's journey is shaped as much by friends as by foes—your allies lift you up, and your enemies drive you onward. Follow the steps below to add—at least—one ally and one enemy to enrich your story and create exciting plot hooks:*

- *First, roll a d10 on the Allies column to summon a companion who'll stand at your side in the darkest hour.*
- *Then roll another d10 for the Enemies column to find out who might be testing your skills at every turn of the path.*

| 1d10 | Allies | Enemies |
|---|---|---|
| 1 | This childhood friend has always had your back, following you into every new challenge. | They're convinced you murdered their sibling and now hunt you relentlessly. |
| 2 | After losing a bet to you, they're now determined to help you pay back their debt. | After losing to you in combat, they accused you of cheating and now seek to prove their superior skill. |
| 3 | Once exiled, they rebuilt their life thanks to your generosity—and now they're eager to return the favor. | You broke a solemn promise to them, bringing them to ruin, and they're bent on making you pay the same price. |
| 4 | As your former drinking partners, their door—and tankard—is always open whenever you or your friends arrive. | You once loved them and shattered their heart; now they're fixated on inflicting that pain upon you. |
| 5 | Your former mentor still welcomes you to finish your training whenever you choose to return. | Tasked by royal decree to arrest you, they relentlessly track you wherever you go. |
| 6 | Having survived a shared horror, they'll rush to your side at the first sign of danger. | Their relative got severely injured in a trap you unwittingly set, and they swear you'll pay for that accident. |
| 7 | Bound by a shared secret, they'll move heaven and earth to keep it from ever being revealed. | They're a zealous inquisitor convinced your power is heretical and must be purged. |
| 8 | This admirer's love for you never wavered—reciprocated or not, they remain your most devoted ally. | They were expelled from their order for protecting you, and they blame you for their disgrace. |
| 9 | This person and you swore the same sacred vow, allowing either of you to call for aid across any distance. | You helped them some time ago. Now they keep coming back to you—with troubles—when they need anything. |
| 10 | They owe you their very life and will move heaven and earth to shield you, even from afar. | They've always wanted to be your friend, but everything they do tends to bring you into deeper trouble. |

# Family bonds and drama

*Family ties can be your greatest strength—or your deepest wound. Roll a d10 on this table to discover defining bonds (good or bad) that shaped your past. Integrate this connection into your character's backstory. Add one or two relatives to your character's network.*

| 1d10 | Family Bonds and Drama |
|---|---|
| 1 | You believed that you had killed this relative by accident or intentionally; but they are alive, and now they are after you with a thirst for blood **(Enemy)**. |
| 2 | A cruel insult from you drove them out of your life; if they ever return, it will not bring anything good with it... **(Enemy)**. |
| 3 | Your superior ability made this person jealous; they left, determined to prove themselves as better than you one day **(Enemy)**. |
| 4 | You found out about a scandalous secret; they now scheme to expose your darkest shame or erase your knowledge of it forever **(Enemy)**. |
| 5 | You both served the same mentor, but only one could inherit their legacy—now they're determined to prove they deserve it more than you do **(Enemy)**. |
| 6 | This person owes you a big favor and—whether they like it or not—they must answer your call to settle the score **(Ally)**. |
| 7 | Though you were never close, their deep affection compels them to help—as long as they remain safe **(Ally)**. |
| 8 | This person was responsible for your childhood accident. Now they want to compensate by guarding your safety **(Ally)**. |
| 9 | They vanished long ago without much of an explanation, promising to return when you face your greatest trial **(Ally)**. |
| 10 | The unwavering love of this person means that they will stop at nothing to stand by your side **(Ally)**. |

# Example in play

*Let's make a new character in Wildemount using the steps from this booklet. Here's an example of use:*

First, we start with 'Your origin story' section, so we roll on the table 'Your Home Region' and with an 8 we get that they come from The Greying Wildlands. Next, we roll for our settlement in The Greying Wildlands, and with a 3, the origin city is Shadycreek Run. Already, we have a sense of a dangerous or survival-related upbringing.

Second, we go to 'Allies and Enemies'. Our d10 for an Ally comes up as a 2: 'After losing a bet to you, they're now determined to help you pay back their debt'. Our Enemy roll is an 8: 'They were expelled from their order for protecting you, and they blame you for their disgrace.'

And third, we turn the page to 'Family bonds and drama'. Here we roll a 5, meaning 'You both served the same mentor, but only one could inherit their legacy—now they're determined to prove they deserve the heritage more than you', interesting! Now we have some loose elements to connect, let's see what can we do with them...

*Kaelyn Thorn grew up in Shadycreek Run, a northern town where you survive or you don't. She and her brother, Ollyn, trained under an old mercenary who taught sword-fighting and street sense. Kaelyn's talent outshone her brother's, and when their mentor died, he left her his prized sword. She swore to use it to protect her home from imperial scouts. Ollyn, bitter at being passed over, left the village promising to return and take the role she claimed.*

*Across The Greying Wildlands, Kaelyn tracks patrols and smugglers who threaten her home. Her helper is Brenn, a riverboat pilot who once lost a drinking bet to her; since then, he uses his boat and contacts to smuggle her past patrols. Her problem is Sergeant Lysa Calvor, an ex-officer who broke orders to shield Kaelyn during a troll attack, lost her rank for it, and now hunts her as a bounty hunter.*

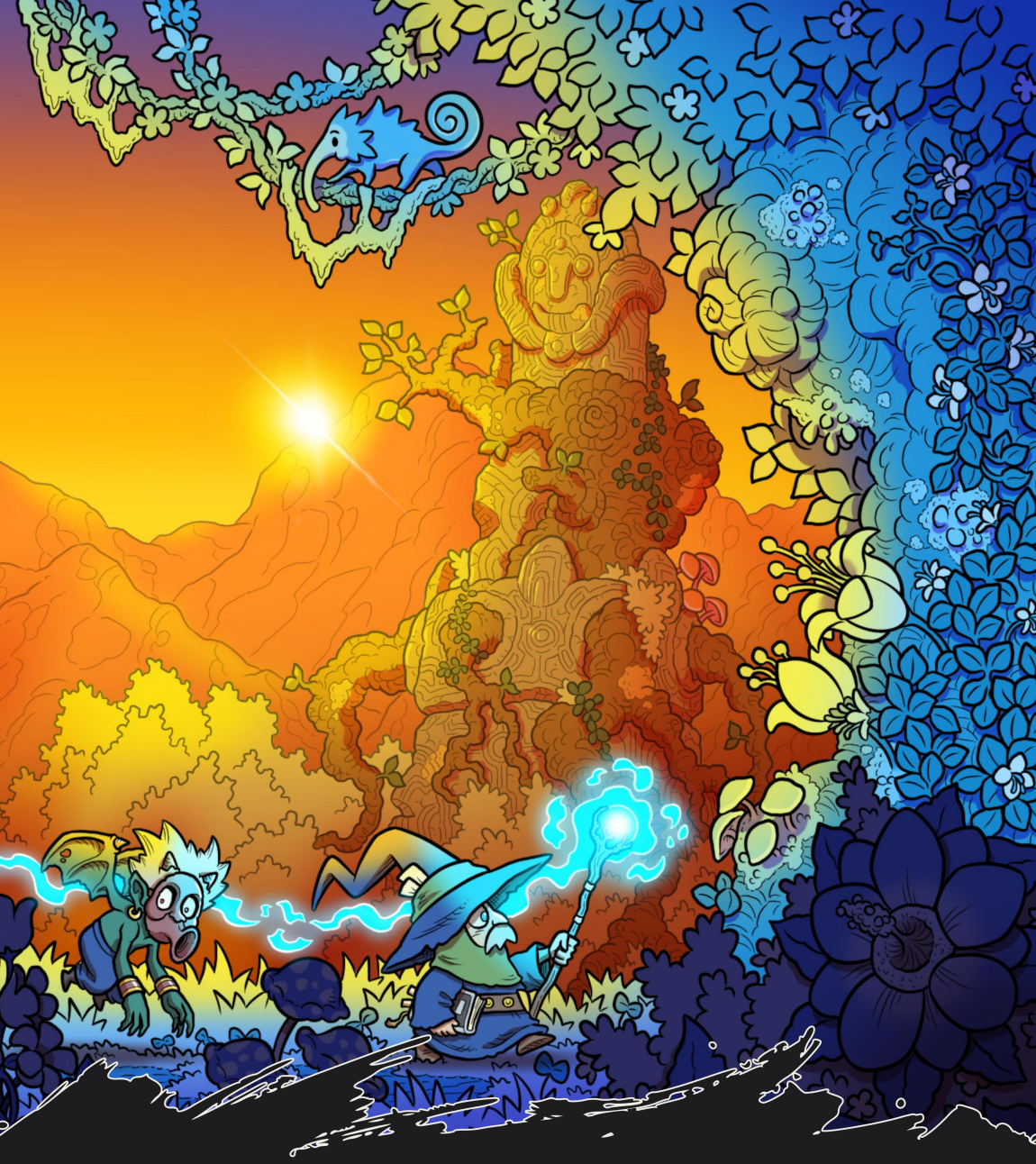
# Thirsty for more?

*We hope to have given a good sneak peek of the universe of Exandria and the fascinating continent of Wildemount! If you are still curious about the vast lore and history of Wildemount, we invite you to continue your exploration with the official book* **Explorer's Guide to Wildemount** *from Dungeons & Dragons. There you will find detailed descriptions about each region, city, and much more: like its pantheon of gods, its history and cultures, its factions and relevant characters, and much, much more...*

*We also give a shout-out to other sources of inspiration that might help you better define your character and have more fun playing tabletop games:*

- *Explorer's Guide to Wildemount.*
- *Wildemount interactive map, by Red Giant Maps.*
- *Critical Role actual-play podcast and wiki page.*
- *Any book on character creation (like the Player's Handbook).*

*And as a general tip, just browsing the internet will show you tons of very good material to help you create well-rounded characters.*



*New to Exandria and Wildemount? Get an overview of the continent and create new characters with the resources of this booklet! Roll to find out your roots, family, allies and foes, and get ready to hit the road! Perfect for new Wildemount adventurers.*

Sea Drake Games

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